

R2P2



The Process and Planning Considerations

Learning Objectives

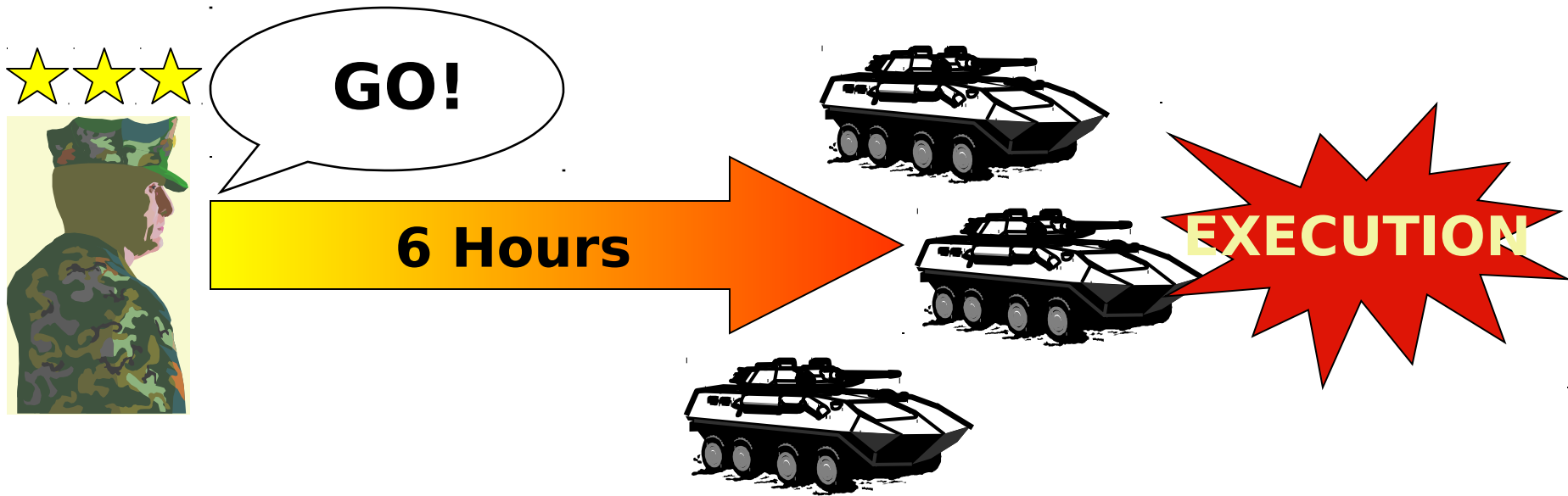
TLO: Given an initiating directive and a mission statement with the aid of references, demonstrate a working knowledge of R2P2.

ELOs: Without the aid of references:

- 1. Define the purpose of R2P2.**
- 2. Demonstrate understanding of each of the seven R2P2 planning considerations .**
- 3. Identify the differences between MCPP and R2P2.**

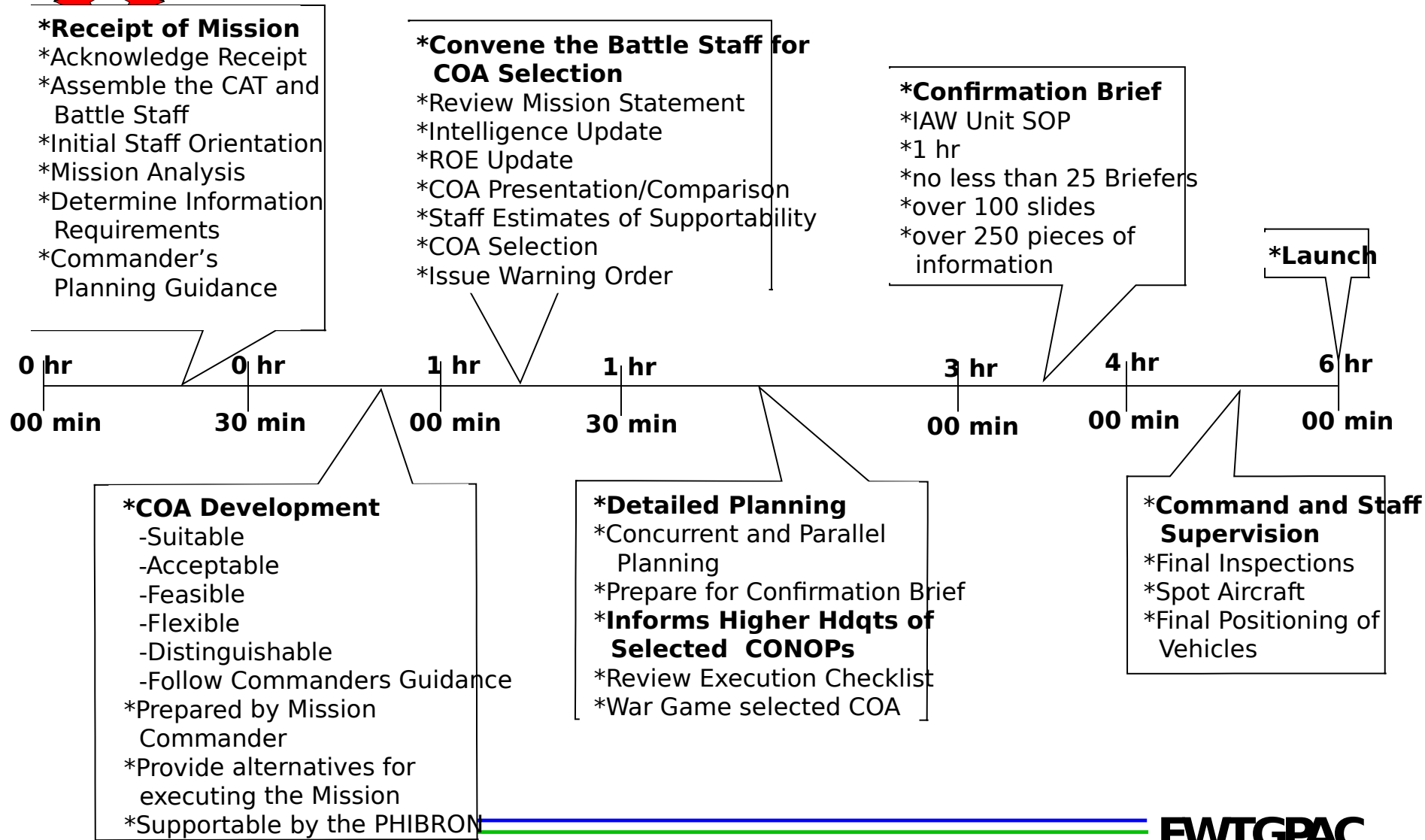
Purpose

R2P2 enables a MEU to receive, analyze, plan, and coordinate a mission within six hours of notification. The standard is to commence the mission within six hours of tasking.





The 6 Hour Timeline



Rapid Planning Considerations

■ 7 STEPS TO SUCCESSFUL PLANNING

- 1. Anticipate the Mission**
- 2. Established & Validated SOPs**
- 3. Planning Cells**
- 4. Information Flow**
- 5. Solid Communications**
- 6. Developed Navy-Marine team**
- 7. Confirmation Briefs**

1. Anticipate the Mission

- **If you're not cheatin' you're not tryin'!**
- **Theater threat briefs**
- **Theater cultural briefs**
- **Theater economic situations**
- **Mission Commander CPXs**
- **Daily Ops-Intel Briefs**
- **Weather**
- **Readiness - a journey, not a destination!**

2. Established & Validated SOPs

- **Battle Rhythm**
 - **MEU/Phibron & CG rhythm**
 - **MSE battle rhythm**
 - **Unit battle rhythm**
 - **Team battle rhythm**
 - **Personal battle rhythm**
- **Battle Rhythm requires a process - at all levels**
- **MCWP 5-1 MCPP**
- **NWP 5-01 (Rev A) Naval Operational Planning**

3. Planning Cells

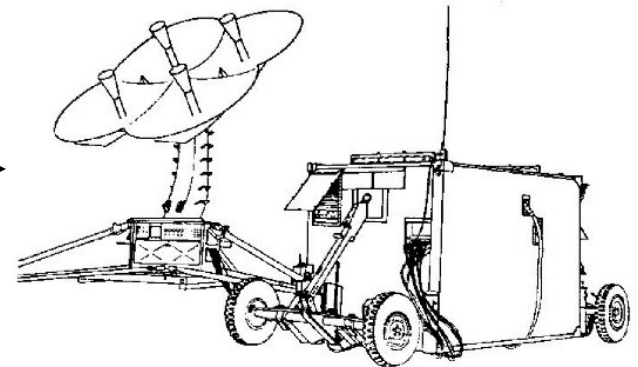
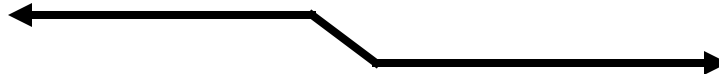
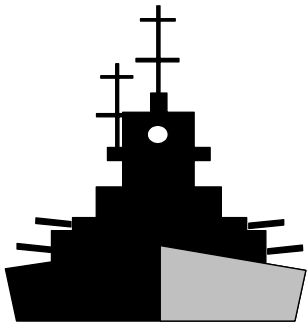
- **Known roles & functions (TO/TE, Sketch, Phases, Timeline, RFIs)**
- **Known & coordinated planning spaces**
- **Planning Cells coord with Msn Cmdr**
- **MSE planning workbooks**
- **Collaborative planning tools**
 - **IOW/GCCS(M)**
 - **CTAPS/TBMCS**
 - **IFSAS/AFATDS**
- **Must practice planning simultaneous missions**

4. Information Flow

- **What do I know ...**
- **Provide knowledge, not just information**
 - **Information saturation - fog of war**
 - **CCIRs - single POC to collect them**
 - **Control it!**
- **Limit unnecessary/coordinate graphics**
- **Reduce redundancies in briefing**
- **Execution checklists**
- **Smart-packs**
- **Good logs for event reconstruction**

5. Solid Communications

- **Solid, practiced communications plan**
 - **Standardized comm plan**
 - **Backups & alternates**
 - **Make HF work**
 - **Don't speak in Braille**



6. Developed Navy-Marine Team

- **Cooperation**
- **Rapport**
- **Respect**
- **Knowledge of capabilities & limitations**
- **Patience**



7. Confirmation Briefs

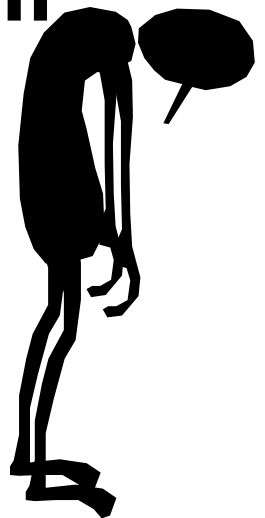
- **Mental - Verbal rehearsal**
- **Detailed**
- **Plan for the time required**



Ways to Fail...

■ Failure to:

- ▢ Adhere to the planning process
- ▢ Coordinate
- ▢ To adhere to the Commanders' guidance
- ▢ Conduct critiques and learn from mistakes



MCPP & R²P²

**Mission
Analysis**

**Course of Action
(COA)
Development**

COA War Game

**COA Comparison
Decision**

**Orders
Development**

Transition

**Mission
Analysis**

**Course of Action (COA)
Development**

**COA War Game
(Informal)**

**COA Comparison
Decision**

**Confirmation
Brief**

Rehearsals

COA Presentation Techniques

- **Mission Commander presents COAs**
 - **No recommendation at this time**
- **Three questions ...**
 - **Does everyone understand the COAs?**
 - **Are there any other COAs?**
 - **Are the COAs feasible, acceptable, & decidedly different?**

COA Presentation Techniques (cont)

- **Present staff estimates & recommendations**
 - **Staff: stay within functional areas**
 - **Responsibility to bring information to Cmdrs' attention**
- **OpFor representative recommendations**
- **Receive Mission Cmdr's recommendation**
- **Commander decides on COA**
- **Commence detailed planning**

Mission Matrix

BLT 1/1, 13th MEU(SOC)						
MISSION ASSIGNMENTS						
MISSION	PRIMARY FORCE	MISSION COMMANDER*	RAID FORCE COMMANDER	ALTERNATE FORCE	MISSION COMMANDER	RAID FORCE COMMANDER
SURFACE RAID	A CO.	"A" CMD	A CO. CMDR	LAR	"B" CMD	LAR CO. CMDR
BOAT RAID	B CO.	"A" CMD	B CO. CMDR	BLT RECON	"B" CMD	RECON PLAT CMDR
HELO RAID	C CO.	"A" CMD	C CO. CMDR	A CO.	"B" CMD	A CO. CMDR
LONG RANGE HELO RAID	C CO	"A"CMD IN SPT OF ACE CMDR	C CO CMDR	A CO	"B"CMD	A CO CMDR
FARP SECURITY	DRAGONS	"A"CMD IN SUP OF AACE CMDR	WPNS XO	ARTY	"B" CMD	A CO CMDR
AIRFIELD SEIZURE	C CO.	"B" CMD	C CO. CMDR	A CO.	RAID FRC CMDR	A CO. CMDR
NEO SECURITY	81'S PLAT	"A" CMD IN SPT OF MSSG CMDR FOR NEO	81'S PLAT CMDR	ARTY	"B" CMD	ARTY CO. CMDR
ARTY RAID	ARTY	"A" CMD	ARTY BAT CMDR	81'S PLT	"B" CMD	81'S PLT CMDR
TRAP	PLT, C CO	ACE CMDR "A" CMD IN SUPT	C CO CO, XO	DRAGONS A PLT A CO/B CO/C CO/LAR CO	"B" CMD	PLT CMDR A CO/B CO/C CO/ LAR/Drag
PARROW HAWK	PLT C CO.	"A" CMD	PLT C CO. CMDR	A PLT A CO/B CO/C CO	"B" CMD	A PLT CMDR A CO/B CO/C CO
BALD EAGLE	A CO.	"A" CMD	A CO. COMDR	B CO/C CO/LAR CO	"B" CMD	CO CMDR
MSPF (TRAILER)	1ST PLT, B CO	"A" CMD	MSPF CMDR	B CO		
NLCE**	ARTY	"A" CMD	ARTY BAT. CMDR	81'S PLT	"B" CMD	81'S PLT CMDR
REINFORCEMENT/SECURITY	C CO	"A" CMD	C CO. CMDR	A CO, B CO, ARTY, LAR CO	"B" CMD	ARTY BAT CMDR
TG	BLT RECON	"A" CMD	RECON PLT CMDR	SCOUT SNIPER SCOUT SWIMMERS, B CO	"B" CMD	SS PLT CMDR SCOUT SWIMMER PLT CMDR

* BLT CMDR IS MISSION COMMANDER FOR ANY MAIN EFFORT MISSIONS

**NLCE =NEO LIAISON COMMAND ELEMENT SECURITY

9 Raid Planning Steps

- Collect all available info
- Actions on the objective
- Movement to the objective
- Movement from the objective
- Ship-to-shore
- Shore-to-ship
- Fires
- T/O & T/E
- Comms

